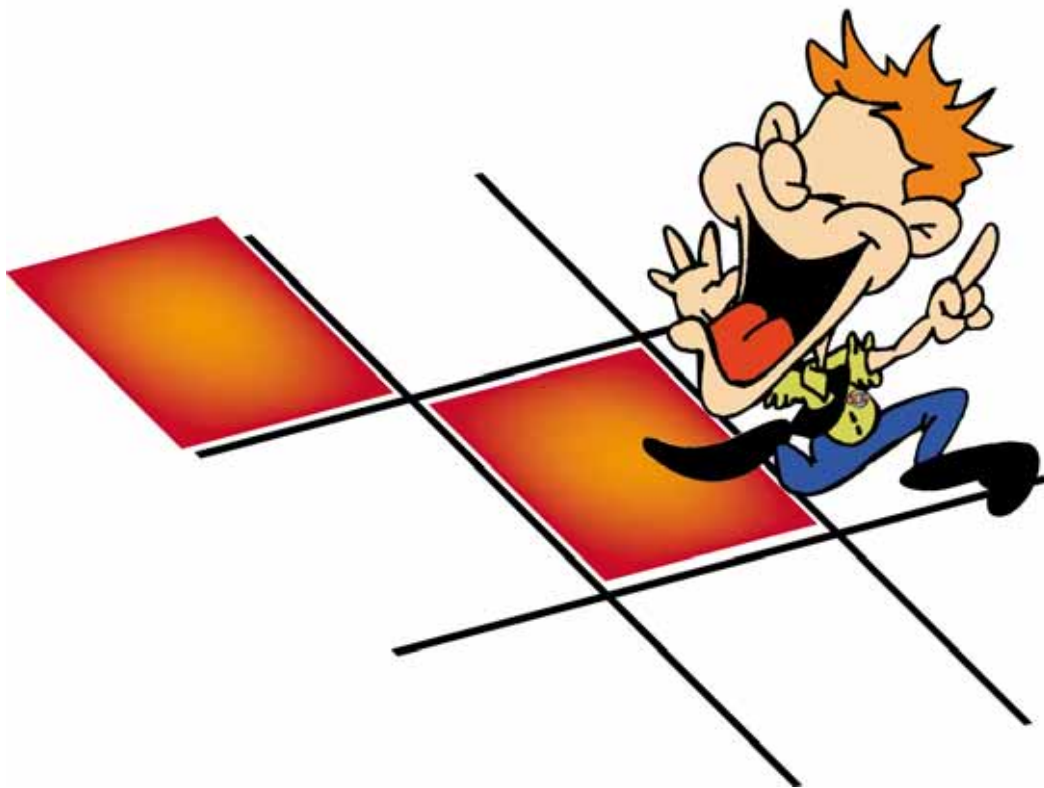


TICTACTOE

Owner's manual



DSM Sales & Manufacturing



Version 4.3

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Game Overview



Tic Tac Toe is the simplest and perhaps the most played game in all of history. Now, it is better than the old game played on your scratch paper. There are prizes at stake now.

Three in a row wins prizes in this game. It's as simple as that!

Once the game starts the Xs and Os of the Tic Tac Toe board begin to light and the player must stop the light in order to get three in a row. The player pushes the play button and stops the light on one square and the lights begin again, only this time, the lights are a little faster. The player will then hopefully stop the light again on an adjacent square. But then, the lights start again. One more time, the player has a chance to get three in a row. The first round is a practice round, but in the second round, the player better win or it is all over.

If a player wins a small prize, then there is a choice to make. The player can either select a small prize or continue to play for a grand prize. The player must get three Tic Tac Toes for a grand prize, but beware, the lights are getting faster with each new square lit.

Players will see the game as an easy win, but unlike the Tic Tac Toe game on scratch paper, this game isn't so easy. As players drop more and more money into this game, any owner of this game will realize that there is money to be made with every Tic Tac Toe game on location.

Getting Started

This Tic Tac Toe game is ready to play right out of the box with factory preset defaults. However, if you wish to change any settings in how the game plays or how much it costs, follow these simple instructions through the setup process. But first, make sure that you find the following items inside the coin box.

- One door key.
- Instructions for your bill validator (if applicable).
- Nine security rods for the prize coils.
- Black power cord.

Game Setup

1. Once in place, lock the front wheels to stop the game from rolling and give it more stability.
2. *Plug in the game.* Open back service door and lower front maintenance door first. Find the power cord in the coin box and plug it both into the back of the machine and a power outlet. It is recommended that you use a surge protector. **(This game is for indoor use only).**
3. *Turn on the game and setup.* Inside the front door and on the bottom-right side of the prize chute you will find three counters

and one red button. Push the red button to put the game into setup mode.

Setup Buttons

4. *Setup buttons.* Use the buttons on the front panel to set up the game. The red (advance) button increases the values and the white (prize select) button decreases the values. The green button in the center advances you to the next step. *For a quick reference to game setup look at the setup quick reference guide.*

“Choose Credits Per Play”

5. *“Choose credits per play.”* You will hear these words as the first step. One coin is equal to one credit. A one dollar bill is worth 4 credits. (Eg. If you set the game for two credits it will require two coins to play the game.)

“Choose Credits Per Bill”

6. *“Choose credits per bill.”* Some people wish to give 5 credits for a dollar bill (if they have a bill validator). This entices more play of the game. If a player puts in a \$5 bill they will receive 25 credits and thus 6 games instead of 5. If you do not have a bill validator this step does not apply.

“Select Difficulty Level for Regular Play”

7. *“Select difficulty level for regular play.”* There are 11 different levels of difficulty (0-10) for the regular play of this game. This is for the first Tic Tac Toe only. This will determine how fast the

lights cycle from one square to the next. Control your payout with the difficulty level. (Most owners will place very small prizes on coils one through six and allow many people to win this prize.) See the difficulty level table in this owner's manual to set the best difficulty level for you.

“Select Difficulty Level for Bonus Play”

8. *“Select difficulty level for bonus play.”* Just like before, as the difficulty level increases and the harder the game becomes, the less you will pay out. Again, there are eleven different difficulty levels (0-10). See the difficulty level table in this owner's manual to set the best difficulty level for you.

“Select One for Teaser Sound or Zero for No Sound”

9. *“Select one for teaser sound or zero for no sound.”* The factory default is to have the sound on all the time. If you leave this setting at one the music will play in the teaser mode; however, if you choose zero, only the lights will flash during the teaser mode.
10. *Play the game once.* Just to make sure that the game is working and you understand it, play the game once or several times.
11. *Put prizes on the coils.* Open the top front maintenance door. It is recommended to use plastic wire ties to hold the prizes onto the coils. Make sure to leave enough space in the loop so that the prize hangs loosely on the coil. Also, place only one prize on every other turn of the coil so that only one prize will dispense per game.

Setup Quick Reference Guide



The game comes preset from the factory at recommended levels

Vocal Command	Description	Choice	Factory Default
Choose Credits per Play	This adjusts how much the game costs (1 coin equals 1 credit)	0 credits (free play) to 8 credits	2 credits
Select credits per bill	The game can give five credits for a dollar bill if desired and thus a free game for every \$5 bill entered.	1 to 6	5 credits
Select difficulty level for regular play	This is the difficulty level for obtaining one Tic Tac Toe	0 to 10	6
Select difficulty level for bonus round	This is the difficulty level for obtaining a 2 nd Tic Tac Toe	0 to 10	5
Choose 1 for teaser sound or 0 for no sound	Turn the teaser sound on or off	0 or 1	1



Difficulty Level Table

Difficulty Level	Winner
Regular Play	
Level 0	Approx. 1 every game
Level 1	Approx. 6 of 7 games
Level 2	Approx. 5 of 6 games
Level 3	Approx. 4 of 5 games
Level 4	Approx. 3 of 4 games
Level 5	Approx. 2 of 3 games
Level 6	Approx. every other game
Level 7	Approx. every third game
Level 8	Approx. every fourth game
Level 9	Approx. every fifth game
Level 10	Approx. every sixth game
Bonus Play	
Level 0	Approx. 1 in 50 games
Level 1	Approx. 1 in 100 games
Level 2	Approx. 1 in 150 games
Level 3	Approx. 1 in 200 games
Level 4	Approx. 1 in 300 games
Level 5	Approx. 1 in 400 games
Level 6	Approx. 1 in 500 games
Level 7	Approx. 1 in 600 games
Level 8	Approx. 1 in 800 games
Level 9	Approx. 1 in 1000 games
Level 10	Approx. 1 in 1200 games

These payout levels are estimates based on history and odds.

It is the sole responsibility of the game owner to set the game difficulty for desired payout. DSM Sales & Manufacturing will not be held responsible for prizes dispensed before the desired time and will not refund money for prizes paid out or lost once the game is set on location.

Game Play

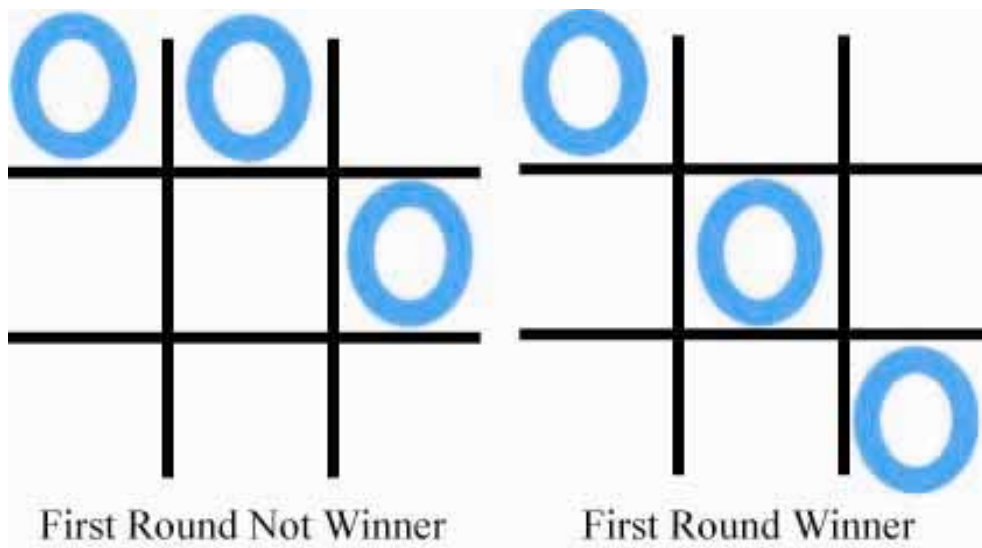
Round 1

Round one is slow and easy to give the player a chance to move forward and feel confident. It is blue O's chasing left to right and top to bottom.

Round 2

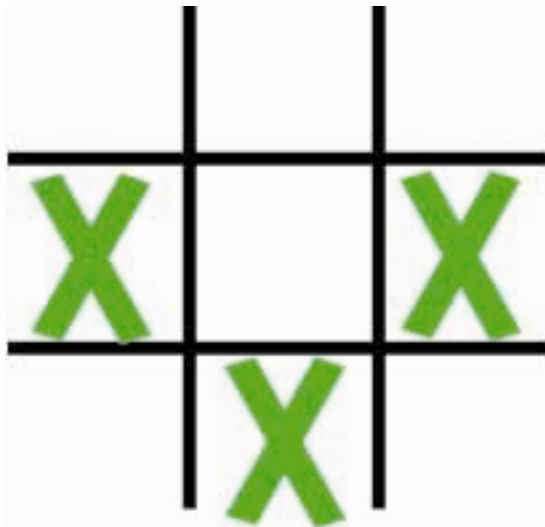
In Round two the player has to get a second Tic Tac Toe with blue O's to win a prize. The player must get a Tic Tac Toe with all three in a row.

If the player does get a Tic Tac Toe then he has a choice to select a small prize or attempt another Tic Tac Toe for a grand prize. The white (prize select) button on the front of the cabinet will select a prize, and the red (advance) button will advance him to the next round. Look at the examples below.

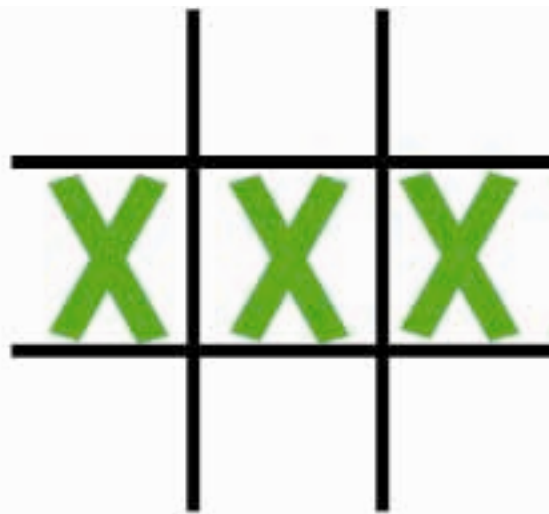


Round 3

If the player advances to the next round he will have to get three in a row again. The difference now is that the lights are green Xs and are moving faster. So now it is harder to get three in a row. If the player wins the round by successfully getting a Tic Tac Toe then he will be able to choose a grand prize. Look at the examples below.



Second Round Not Winner



Second Round Winner

Audit Mode

Use this function to electronically audit the game's income and payout totals.

1. Press the Audit/History button (the blue button inside the lower front door) to enter the audit section of the software.
2. During the teaser mode, if the game is waiting for credits, the display will show zero. After pushing the Audit/History button however, the two digit display will read A indicating you have entered the audit mode.
3. Press the play button and follow the table to see what the numbers mean.

Step	What the numbers mean.
1	This represents the number of credits entered into the game. The numbers will flash through the total since the last reset.
Press Play ↓	
2	This represents the total number of small prizes paid out since the last reset.
Press Play ↓	
3	This represents the total number of large prizes paid out since the last reset.
Press Play ↓	
4	This represents the total number of games played since the last reset
Press Play ↓	
5	This represents the total number of bonus rounds played since the last reset.
Press Play ↓	

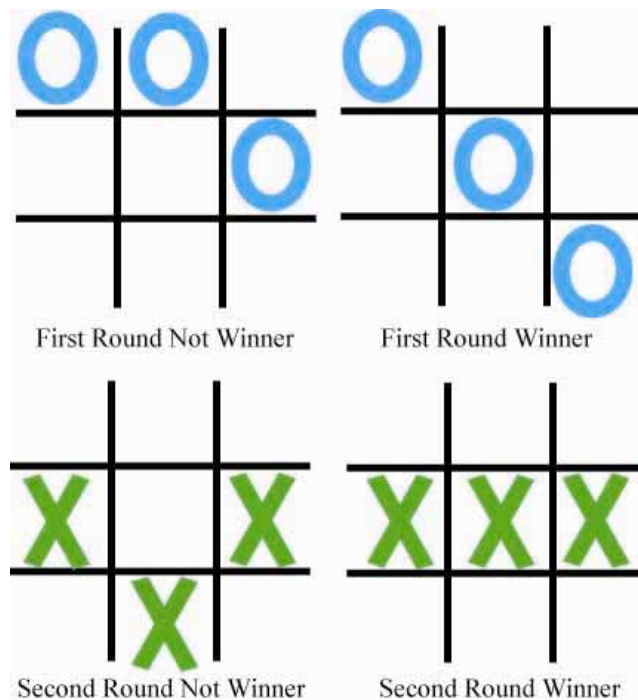
4. Once you have advanced through each step of the audit the display will read A again.
5. Press the Audit/History button anytime during the audit to exit the Audit mode and enter the History mode.
6. You can reset the audit numbers by turning the power to the game off and then powering up the machine again while holding the audit button. This will reset all five of the audit functions at once.

The Audit function of this game allows the owner of the machine to check the numbers that the operator has been reporting.

History Mode

Use this function to see how the last ten games ended.

1. When you press the Audit/History button to leave the audit mode you will automatically enter the History mode and the display will read H indicating that you have entered the History mode.
2. Again, press the Play button to advance to the most recent game played. Then you can use the red (advance) and white (prize select) buttons on the front panel to move up or down through the last ten games. The Tic Tac Toe lights will show how the game ended. Os indicate the game ended in the practice or small prize round. Xs indicate the game ended on the large prize round. Refer to the image below.



Step (Displayed)	Game
1	The most recent game played
2	2 nd to last game played
3	3 rd to last game played
4	4 th to last game played
5	5 th to last game played
6	6 th to last game played
7	7 th to last game played
8	8 th to last game played
9	9 th to last game played
10	10 th to last game played

3. Once you have advanced through all ten of the last ten games played the game will return to play mode and the display will show zero.
4. To exit the History mode push the Audit/History button at any time during the history function. The game will then return to the tease mode awaiting credits to play.
5. If you reset Audit the History remains. The History should never erase unless you reprogram the main PIC. If there are no games in the History, the Tic Tac Toe board will show more than three lights in random positions or no lights at all. This means that no games have been stored yet.

Additional Features

The following features are in the design of the machine for your convenience.

Tilt Meter

Inside the machine is a tilt meter that will sound an alarm as soon as the machine is tipped in any direction. This is a security feature to warn of attempted theft or vandalism. When the alarm sounds, it will not interrupt the play of the game, only sound an alarm.

Audit Function

This allows the owner of the machine to perform an audit of all money coming into the machine and all prizes being payed out.

History Function

This allows an attendant to see what the outcome of the last ten games has been. This will show if a winner has occurred within the past ten games.

Free game

If the game is set to give 5 credits per bill and the game is set at \$1 per play then a player will receive a free game for every \$5 bill put into the machine.



Prizes

First open the top front maintenance door to insert prizes. Make sure the game is not running while loading the prizes on the coils.

The prize coils are designed to give the player an opportunity to win small prizes or take large prizes. Merchandising of this machine is the key to its success. If players see prizes that are very desirable as grand prizes they will attempt to play for the grand prize repeatedly. So, putting in prizes that are very enticing (eg. IPOD, DVD players, Gameboys, etc.).

It is also important to make sure that you stay within the weight requirements for the prizes on the coils. It is recommended that you do not exceed more than three pounds on each of the grand prize coils and one pound on each of the small prize coils.

Just remember that it is important to make it well worth the while of the player to play the game repeatedly. If the prizes are not enticing, the players will not continue to play the game and the key is to get the players to play more than once.

Service and Troubleshooting

Call your dealer for technical support issues.

1. The coins do not register as credits.

- a. Open the coin door and make sure that all the wires are connected properly. Next check those same wires and make sure that they are connected to the main board (CI).



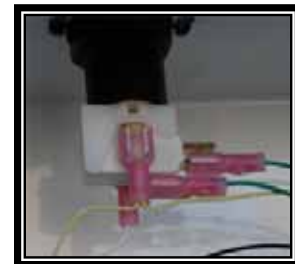
2. I am not getting any sound during game play.

- a. Make sure that the volume is turned up. There is one volume knob next to the main circuit board. Make sure it is not turned all the way down. Also, check to make sure that the wires are attached to the speaker.



3. When I push the Play button the game does not begin.

- a. Check to make sure that the wires are connected to the button inside the lower front door.



4. The prize will not fit down the chute.

- a. You have to put in prizes that will fit down the exit chute otherwise they will not vend. If you are wondering whether the prize will fit, try putting it down the chute and then reaching in the door from the front to retrieve it.

5. The prizes do not fall off the coils.

- a. If the prizes are hung too tightly on the coils then they will not come off the end of the coil. Also, if the prizes are too large and

rest on the coil below there is a chance they will hang up on the coil below and not drop down.

6. The prize motor does not turn, or it turns the wrong way when I win a prize.



- a. Look on the back of the playing field and make sure that the wires are connected to the motor correctly and to the main circuit board. The blue wire connects to the terminal with the red dot.

7. The prize motor does not turn when a prize is selected.

- a. On the dark side (the hinge side) of the optic sensors attached to the prize box, there is a red LED. If the red LED is on constant then the prize optics are not aligned correctly. Loosen the screws holding these boards in place and adjust these circuit boards until the red LED turns off. Remember that if you have your hand or something else inside the prize box blocking the sensors, the LED will not turn off.

8. The Advance button or the Select A Prize button are not working.

- a. Make sure the wires are connected to the switch on the button as well as at the main circuit board.

9. How do I change the button light bulbs?

- a. Twist the switch counter-clockwise and pull the socket out. The bulb will just pull out and you can push another one in.

10. How do I change the front fluorescent bulb?

- a. **Make sure that the power is turned off** to the game before changing the bulbs. On each side of the light fixture is one wing nut. Loosen this wing nut and slide the whole fixture toward the prize coils. You can then change the bulbs (Use F20 T12, 24" bulbs in a 110V unit) with ease and slide the fixture back into place. Tighten the wing nuts when finished.

11. How do I change one of the nine TIC TAC TOE circuit boards?

- a. On the back of the playfield, you will find these circuit boards attached to a wooden board. Remove the 4 screws and place the new circuit board in place.

12. How do I replace the power strip?

- a. **Unplug the machine first.** Undo the nuts on either side of the power strip to remove the strip itself. Then unsolder or cut off the wires at the input plug on the back of the machine. Remember which color of wire attaches to which terminal.
- b. On the new power strip, cut the plug off and strip the insulation off of the three stranded wires inside the machine. Solder the wires into the same positions on the input plug. Place the power strip on the wall and reattach the bracket to hold it to the wall.

13. How do I replace a prize motor?

- a. Unplug the blue and white wires attached to the leads on the motor. Unscrew the prize coil from the front of the motor and the security rod if attached. Unscrew the two screws at the corners of the motor on the back and remove the motor. Then place the new motor in its place. The blue wire attaches to the terminal with the red dot.

14. How do I clean the machine?

- a. Turn off power before cleaning of the machine. *DO NOT USE A WATER JET TO CLEAN THIS MACHINE.* Use a damp rag and a general cleaner to keep the machine looking good.



Your Machine's Personal Information

It is important to write down all important information of this individual unit in case you need it later.

Your dealer support phone number and contact: _____

Your Tic Tac Toe Serial #: _____

The PIC 4 digit check sum number (the largest chip on the main circuit board *example (G TACA c39b)*): _____

The sound chip code (2nd to largest chip on main circuit board): _____

Door Key #: _____

Coin Box Key #: _____

Replacement Parts

Not all possible parts are listed on this sheet. Call your dealer to order parts.

Part	Part #
TTT Main Circuit Board	DSM-1071
TTT XO Circuit Board	DSM-1072a
TTT O Strip Circuit Board Set (2 Prize Sensor Boards)	DSM-1080
TTT Display Board	DSM-1073
TTT Prize LED Board	DSM-1075
TTT Prize Motor	DSM-2563
TTT Prize Coil (Red)	DSM-2173
TTT Prize Rods (Red)	DSM-2185
TTT Prize Door	DSM-1068
*Coin Mech	Varies by coin
*ICT Bill Validator	Varies by currency
*Mars Bill Validator	Varies by currency
12V/5V Power Supply	DSM-2240
Green Play Button	DSM-2301
Red Round Button	DSM-2302
White Round Button	DSM-2303
Button Light Bulbs	DSM-0035
Red Competition Button	DSM-2304
Blue Competition Button	DSM-2305
Power Strip w/ Inlet Plug	DSM-2213
Speaker	DSM-0023
Caster (wheel)	DSM-2463
Power Cord	DSM-2234

* Call your distributor for more information.

Circuit Boards

These diagrams show where and what each cable in your TTT Ultimate is.

